

# ***DigiSuite DTV Connectors***

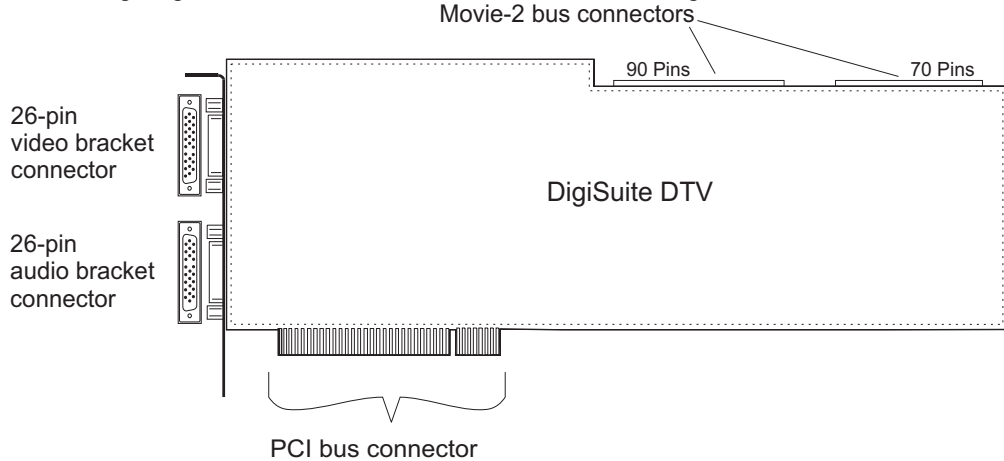
*This appendix provides signal information for the connectors on DigiSuite DTV and its associated optional digital module.*

**A P P E N D I X**

**B**

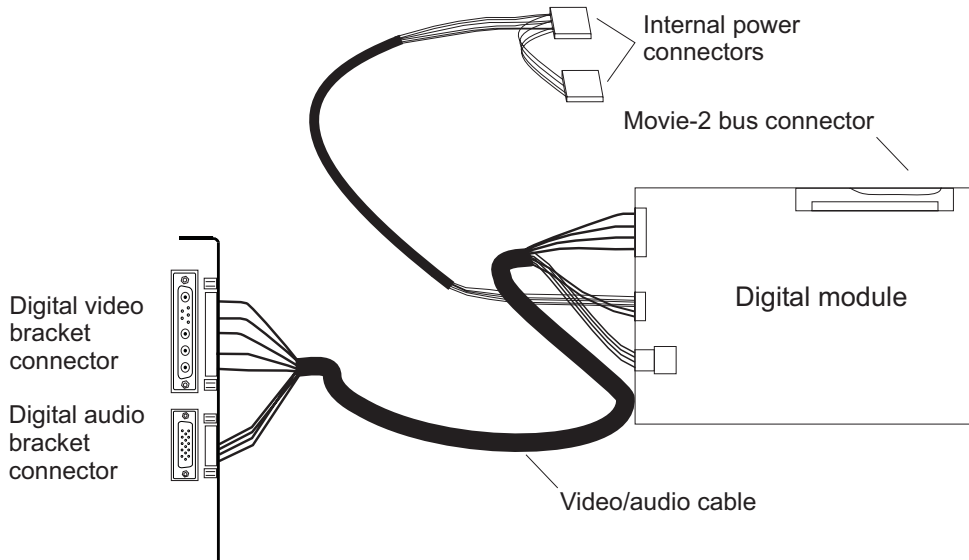
## DigiSuite DTV connector overview

The following diagram shows the location of the connectors on DigiSuite DTV:

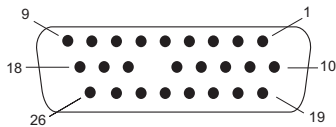


## Digital module connector overview

The following diagram shows the location of the connectors on the optional digital module for DigiSuite DTV:



## Analog video I/O



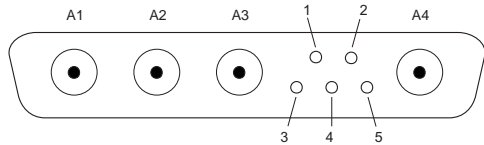
#	Description	#	Description	#	Description
1.	Ground	10.	C1 <sup>†</sup> or (B-Y) <sup>††</sup> In	19.	C2 <sup>†</sup> or (R-Y) <sup>††</sup> In
2.	Y1 <sup>†</sup> or Composite1 <sup>†††</sup> In	11.	Ground	20.	Ground
3.	Ground	12.	Y2 <sup>†</sup> or Y <sup>††</sup> or Composite 2 <sup>†††</sup> In	21.	Reference In
4.	Preview Out Composite	13.	Ground	22.	Reference Out (loop-through)
5.	Ground	14.	Preview Out Y	23.	Preview Out C
6.	Program Out Composite	15.	(Key plug)	24.	Ground
7.	Ground	16.	Program Out (B-Y)	25.	Program Out Y (Component and Y/C)
8.	Program Out C <sup>†</sup> or (R-Y) <sup>††</sup>	17.	Ground	26.	Ground
9.	Ground	18.	Key Out		

<sup>†</sup>When configured as an Y/C input.

<sup>††</sup>When configured as an analog component video input.

<sup>†††</sup>When configured as a composite input.

## Digital video (SDI) I/O (optional)

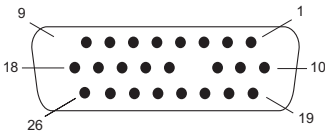


#	Signal	#	Signal
A1.	SDI IN	1.	REF IN RETURN
A2.	(Not connected)	2.	REF LOOP OUT RETURN
A3.	SDI MAIN OUT	3.	REF IN
A4.	SDI KEY OUT	4.	(Not connected)
		5.	REF LOOP OUT

### Note

- ❑ The pins identified as “RETURN” (pins 1 and 2) must be connected to the shell.

Analog audio I/O

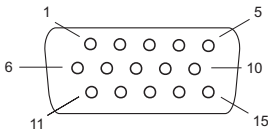


#	Signal	#	Signal	#	Signal
1.	Out 3 (–) or Signal Shield	10.	Out 3 (+) or Line Out 3	19.	GND
2.	GND	11.	Out 4 (+) or Line Out 4	20.	Out 4 (–) or Signal Shield
3.	Out 1 (+) or Line Out 1	12.	Out 1 (–) or Signal Shield	21.	Out 2 (+) or Line Out 2
4.	GND	13.	(Key plug)	22.	Out 2 (–) or Signal Shield
5.	GND	14.	(No connection)	23.	GND
6.	In 4 (–) or Signal Shield	15.	In 4 (+) or Line In 4	24.	In 1 (–) or Signal Shield
7.	In 3 (+) or Line In 3	16.	GND	25.	In 1 (+) or Line In 1
8.	In 3 (–) or Signal Shield	17.	GND	26.	In 2 (–) or Signal Shield
9.	(Key plug)	18.	In 2 (+) or Line In 2		

Notes

- ❑ When two signal types are provided, the first applies to balanced lines and the second, to unbalanced lines.
- ❑ On balanced lines, pins identified as “GND” should be unconnected.

Digital audio I/O (optional)



#	Signal	#	Signal	#	Signal
1.	Digital Audio Out 1 (+)	6.	(Grounded)	11.	Digital Audio Out 1 (-)
2.	Digital Audio Out 2 (-)	7.	Digital Audio Out 2 (+)	12.	Digital Audio In 1 (+)
3.	(Grounded)	8.	Digital Audio In 1 (-)	13.	Digital Audio In 2 (+)
4.	(Grounded)	9.	Digital Audio In 2 (-)	14.	(Grounded)
5.	(Grounded)	10.	(Grounded)	15.	(Grounded)

Notes

- ❑ All shields must be connected to the chassis via the shell.
- ❑ All pins identified as “Grounded” should be connected to the shell.